

the separation between the detected user input and a user interface configured to detect the user input increases, one or more of:

**[0021]** the separation of grains in the visual effect increases (or decreases);

**[0022]** the size of grains in the visual effect increases (or decreases);

**[0023]** an audio signal accompanying the application of the granular application of the visual effect increases (or decreases) in volume (or vice versa with respect to decreasing separation and/or size).

**[0024]** The apparatus may be configured to, based on a particular distance separation from a user interface configured to detect the sprinkle gesture user input, apply one or more of a bounce and scatter visual effect, and a splat visual effect.

**[0025]** The apparatus may be configured to provide signalling to apply the visual effect preferentially to particular marked regions of the displayed content.

**[0026]** The visual effect may be one or more of: a change of colour, application of a visual highlight, and application of a glowing, glistening, reflective, or shiny granular effect.

**[0027]** The apparatus may be configured to apply a uniform visual effect on a particular spatial region of the displayed content corresponding to the relative spatial location of detected sprinkle gesture.

**[0028]** The apparatus may be configured to apply the visual effect over an increasing area across the displayed content according to one or more of the direction of, and an increasing degree of tilt of, one or more of: a user interface used to detect the sprinkle gesture input, and the display of the electronic device which is displaying content. This may advantageously add to the real-world feel of the sprinkle gesture user input. In the real world, tilting a surface onto which grains are sprinkled may result in the grains rolling/sliding down the sloping surface.

**[0029]** The apparatus may be configured to one or more of remove or progressively remove the applied visual effect after a predefined tilt threshold of a user interface used to detect the sprinkle gesture input is achieved. This may advantageously add to the real-world feel of the sprinkle gesture user input, because tilting a surface with grains on it past a critical angle would result in the grains sliding down and off the sloping surface.

**[0030]** The apparatus may be configured to one or more of detect the sprinkle gesture input itself or receive an indication of the detected sprinkle gesture input from another apparatus which detected the sprinkle gesture input.

**[0031]** A user interface may be configured to detect the sprinkle gesture input, and the user interface may be the display of the electronic device. For example, the user interface may be a capacitive sensing display which is configured to detect the shape and location of an object within its detection field.

**[0032]** The apparatus may be one or more of the display, the electronic device, a portable electronic device, a mobile phone, a smartphone, a tablet computer, a projector computer (such as a user interface projected onto a wall, board or tabletop, for example), a laptop computer, a personal digital assistant, a digital camera, a smartwatch, smart eyewear, a pen-based computer, a non-portable electronic device, a desktop computer, a display, a household appliance, a server, or a module for one or more of the same.

**[0033]** According to a further example, there is provided a computer program comprising computer program code, the computer program code being configured to perform at least the following: based on a detected sprinkle gesture user input, provide signalling to apply a visual effect to displayed content on a display of an electronic device.

**[0034]** According to a further example, there is provided a method comprising: based on a detected sprinkle gesture user input, providing signalling to apply a visual effect to displayed content on a display of an electronic device.

**[0035]** According to a further example there is provided an apparatus comprising: means for providing signalling to apply a visual effect to displayed content on a display of an electronic device based on a detected sprinkle gesture user input.

**[0036]** In a further example there is provided an apparatus comprising at least one processor and at least one memory including computer program code, the at least one memory and the computer program code configured to, with the at least one processor, cause the apparatus to perform at least the following: based on a detected sprinkle gesture user input, provide signalling to apply an output effect to be provided from a user interface of an electronic device. Thus, visual, sound and/or haptic output effects may be provided based on a detected sprinkle gesture.

**[0037]** According to a further example, there is provided an apparatus comprising means for signalling to apply an output effect to be provided from a user interface of an electronic device based on a detected sprinkle gesture user input.

**[0038]** The present disclosure includes one or more corresponding aspects, examples or features in isolation or in various combinations whether or not specifically stated (including claimed) in that combination or in isolation. Corresponding means and corresponding functional units (e.g. visual effect applicator, sprinkle gesture user input detector, gesture location detector) for performing one or more of the discussed functions are also within the present disclosure.

**[0039]** A computer program may be stored on a storage media (e.g. on a CD, a DVD, a memory stick or other non-transitory medium). A computer program may be configured to run on a device or apparatus as an application. An application may be run by a device or apparatus via an operating system. A computer program may form part of a computer program product. Corresponding computer programs for implementing one or more of the methods disclosed are also within the present disclosure and encompassed by one or more of the described examples.

**[0040]** The above summary is intended to be merely exemplary and non-limiting.

## BRIEF DESCRIPTION OF THE FIGURES

**[0041]** A description is now given, by way of example only, with reference to the accompanying drawings, in which:

**[0042]** FIG. 1 illustrates an example apparatus comprising a number of electronic components, including memory and a processor, according to one example of the present disclosure;

**[0043]** FIG. 2 illustrates an example apparatus comprising a number of electronic components, including memory, a processor and a communication unit, according to another example of the present disclosure;